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(54) Titre : PROCEDE DE DISTRIBUTION DE CONTENU, DONNEES DE SCENARIO, SUPPORT  
D'ENREGISTREMENT, ET PROCEDE DE CREATION DE DONNEES DE SCENARIO

(54) Title: CONTENTS DELIVERY METHOD, SCENARIO DATA, RECORDING MEDIUM, AND SCENARIO DATA  
CREATION METHOD

(57) Abrégé/Abstract:

A content delivery method not requiring synthesizing a content to be delivered and storing the content even when the content is a combination of a plurality of material contents and thus reducing the storage capacity. By using scenario data which defines the reproduction order of the material contents serving as materials of the content to be delivered along the time axis, material contents specified by the scenario data are taken out and delivered. The scenario data includes an attribute of the delivery content, attributes of the specified material content, its reproduction time, reproduction method, reproduction application, user terminal operation information, chairman terminal operation information, location information, and the like. Moreover, the scenario data includes a scenario template and a scenario dictionary for creating a scenario and has a function of automatic scenario creation.

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**ABSTRACT OF THE DISCLOSURE**

A contents delivery method which eliminates the need for the prior synthesis and storing of delivery contents and thus allows a reduction in memory capacity even when the contents to be delivered consist of a plurality of pieces of material contents which are synthesized. Scenario data for defining the replay order of materials of contents to be delivered, or material contents, along a time axis is used to fetch and deliver material contents specified by the scenario data. The scenario data includes the attribute of delivery contents, and the attributes, replay times, replay modes, replay applications, source terminal operation information, destination terminal operation information, and location information of the material contents specified. There are also provided scenario templates and scenario dictionaries for scenario creation, and a function for creating scenarios automatically.

## DESCRIPTION

CONTENTS DELIVERY METHOD, SCENARIO DATA, RECORDING MEDIUM, AND  
SCENARIO DATA CREATION METHOD

### 5 TECHNICAL FIELD

The invention relates to a method of delivering contents for situations where multimedia contents including moving images, still images, music, sounds, and text data are delivered to user terminals in connection with communication lines, thereby providing information communication services such as conferences, education, medical care, nursing care, and various consultations.

### BACKGROUND ART

15 In conventional contents delivery methods for such information communication services, contents providers have registered the to-be-provided contents on a server beforehand so that certain contents are selected under requests from the user terminals and delivered via the communication lines. Thus, 20 if the contents to be delivered do not consist of a single piece but a plurality of pieces of material contents which are synthesized, they must be synthesized and stored on the server in advance.

Nevertheless, when the contents for the contents providers to provide range widely and delivery is required of 25

a number of variations of contents with partial modifications to the material contents, it can cause a deterioration in work efficiency and an increase in memory capacity to create and store all the types of delivery contents, or material contents synthesized, on the server in advance.

In particular, in the cases of language education at remote sites via communication lines, the educational materials need a great deal of TPO-specific contents, as well as various types of contents by country, by language, and by theme which feature recent hot topics. Since the contents to be delivered include a considerable amount of common materials, it is extremely inefficient to synthesize and store them in advance. There have thus been such problems as a large amount of memory capacity being required.

In view of the foregoing, it is a principle object of the present invention to provide a contents delivery method which can eliminate the need for the prior synthesis and storing of delivery contents and thus allow a reduction in memory capacity even when a plurality of pieces of material contents synthesized are to be delivered.

#### DISCLOSURE OF THE INVENTION

The contents delivery method according to claim 1 is one in which scenario data for defining the replay order of materials of contents to be delivered, or material contents,

along a time axis is used to fetch and deliver material contents specified by the scenario data.

The contents delivery method of the present invention according to claim 2 is one according to claim 1, comprising  
5 the steps of: storing the material contents; storing the scenario data; fetching the stored scenario data; fetching material contents specified by the fetched scenario data out of the stored material contents; and delivering the fetched material contents to a user terminal along with the scenario  
10 data.

In this case, the material contents are replayed separately on the user-terminal side. Operations on the material contents can thus be made easily on the user-terminal side. The method can also reduce the load on the communication  
15 lines when identical materials are used repeatedly.

The contents delivery method of the present invention according to claim 3 is one according to claim 1, comprising the steps of: storing the material contents; storing the scenario data; fetching the stored scenario data; fetching  
20 material contents specified by the fetched scenario data; synthesizing the fetched material contents based on the scenario; and delivering the synthesized material contents to a user terminal.

In this case, the material contents are synthesized on  
25 the delivering side before delivery. This facilitates such

operations as superimposition of captions on moving images and still images. Besides, the load on the user terminal is reduced.

The scenario data according to claim 4 is that for use in  
5 the contents delivery method according to any one of claims 1 to 3, including attribute information on the contents to be delivered.

This facilitates retrieving delivery contents.

The scenario data according to claim 5 is that for use in  
10 the contents delivery method according to any one of claims 1 to 3, including attribute information on the specified material contents.

This allows retrieval of a scenario and material contents based on the attributes of the material contents in use.

15 The scenario data according to claim 6 is that for use in the contents delivery method according to any one of claims 1 to 3, including replay time specification information for specifying the time of replay of the specified material contents.

20 This makes it possible to replay the material contents at specified time within the delivery contents.

The scenario data according to claim 7 is that for use in the contents delivery method according to any one of claims 1 to 3, including replay mode specification information for  
25 specifying whether to replay the specified material contents

automatically or at timing designated by the user terminal.

This makes it possible to replay the material contents at arbitrary time through manual operations from the user terminal.

5           The scenario data according to claim 8 is that for use in the contents delivery method according to any one of claims 1 to 3, including replay application specification information for specifying an application for replaying the specified material contents.

10           Consequently, the application for replaying the material contents is defined by the scenario.

          The scenario data according to claim 9 is that for use in the contents delivery method according to any one of claims 1 to 3, including replay screen specification information for  
15 specifying the position and size of the specified material contents to be replayed on-screen.

          The position and size of the material contents under replay on-screen can thus be specified for effective presentation.

20           The scenario data according to claim 10 is that for use in the contents delivery method according to any one of claims 1 to 3, including source terminal operation specification information for specifying an operation available to a source terminal.

25           The replay of the material contents can thus be

controlled from the source terminal.

The scenario data according to claim 11 is that for use in the contents delivery method according to any one of claims 1 to 3, including destination terminal operation specification information for specifying an operation available to a destination terminal.

The replay of the material contents can thus be controlled from the destination terminal.

The scenario data according to claim 12 is that for use in the contents delivery method according to any one of claims 1 to 3, including location specification information for specifying a location for storing the specified material contents.

This makes it possible to replay material contents even if the user terminal does not contain the material contents. In addition, material contents managed in a plurality of contents delivery centers can be used to provide delivery contents.

The scenario data according to claim 13 is that for use in the contents delivery method according to any one of claims 1 to 3, including replay part specification information for specifying a part of the specified material contents to be replayed.

This allows specifications for partial replay of the material contents.



The computer-readable recording medium according to claim 14 is one on which the scenario data according to any one of claims 4 to 13 is recorded.

5 The computer-readable recording medium according to claim 15 is one on which the scenario data according to any one of claims 4 to 13 and the material contents specified by the scenario data are recorded.

Consequently, this recording medium can be replayed alone.

10 [ The scenario data creation method according to claim 16 is a method of creating the scenario data according any one of claims 4 to 13, comprising the steps of: entering a keyword; and retrieving related material contents based on the entered keyword.

This allows efficient selection of material contents to 15 be set into the scenario.

The scenario data creation method according to claim 17 17 is a method of creating the scenario data according any one of claims 4 to 13, comprising the steps of: providing a scenario dictionary describing a relationship between genres for 20 indicating types of delivery contents and the associated information and entering a genre; consulting the scenario dictionary to retrieve associated information based on the entered genre; and retrieving related material contents based on the associated information retrieved.

25 The use of the scenario dictionary allows more efficient

selection of the material contents to be set into the scenario.

The scenario data creation method according to claim 18 is a method of creating the scenario data according any one of claims 4 to 13, comprising the steps of: providing a replay  
5 chart displaying a replay time of material contents in the form of a chart; and allocating the material contents to the replay chart.

The use of the replay chart facilitates setting the replay time specification information on the material contents.  
10 In addition, the interrelationship between the replay time periods of the respective pieces of material contents is clarified for effective contents creation.

The scenario data creation method according to claim 19 is a method of creating the scenario data according any one of  
15 claims 4 to 13, comprising the steps of: providing a scenario template describing a basic configuration pattern of scenario data; and retrieving material contents settable into the scenario template.

The use of the scenario template eliminates the need for  
20 detailed settings of attribute information, with an improvement in the efficiency of creation of the scenario data.

The scenario data creation method according to claim 20 is a method of creating the scenario data according any one of claims 4 to 13, comprising the steps of: providing a scenario  
25 dictionary describing a relationship between genres for

indicating types of delivery contents and associated information, and a scenario template describing a basic configuration pattern of scenario data; entering a genre; consulting the scenario dictionary to retrieve the associated information based on the entered genre; retrieving related material contents based on the associated information retrieved; retrieving the scenario template based on the entered genre; retrieving material contents settable to the retrieved scenario template out of the retrieved material contents; and transcribing the attribute information on the retrieved material contents to the scenario template.

The use of both the scenario dictionary and the scenario template automates the retrieval of material contents and the setting of the attribute information of the material contents to the scenario data. This improves the efficiency of scenario creation further.

The scenario data creation method according to claim 21 is one according to claim 19 or 20, wherein scenario data created in advance can be used as the scenario template.

This makes it possible to create scenarios without preparing scenario templates. This also facilitates creating scenarios of modified contents easily based on the scenarios registered previously.

The foregoing and other objects, features, and advantages of the invention will become more apparent from the following

detailed description of an embodiment of the invention when read in conjunction with the drawings.

#### BRIEF DESCRIPTION OF THE DRAWINGS

5        Fig. 1 is a block diagram showing a contents delivery center for delivering contents by the contents delivery method according to an embodiment of the present invention;

      Fig. 2 is a conceptual diagram showing a contents delivery function according to the embodiment of the present  
10    invention;

      Fig. 3 is a conceptual diagram showing the method of expressing delivery contents in a scenario;

      Fig. 4 is a chart showing an example of the scenario for use in the contents delivery of the present invention;

15        Fig. 5 is a diagram showing the procedure for scenario-based contents delivery;

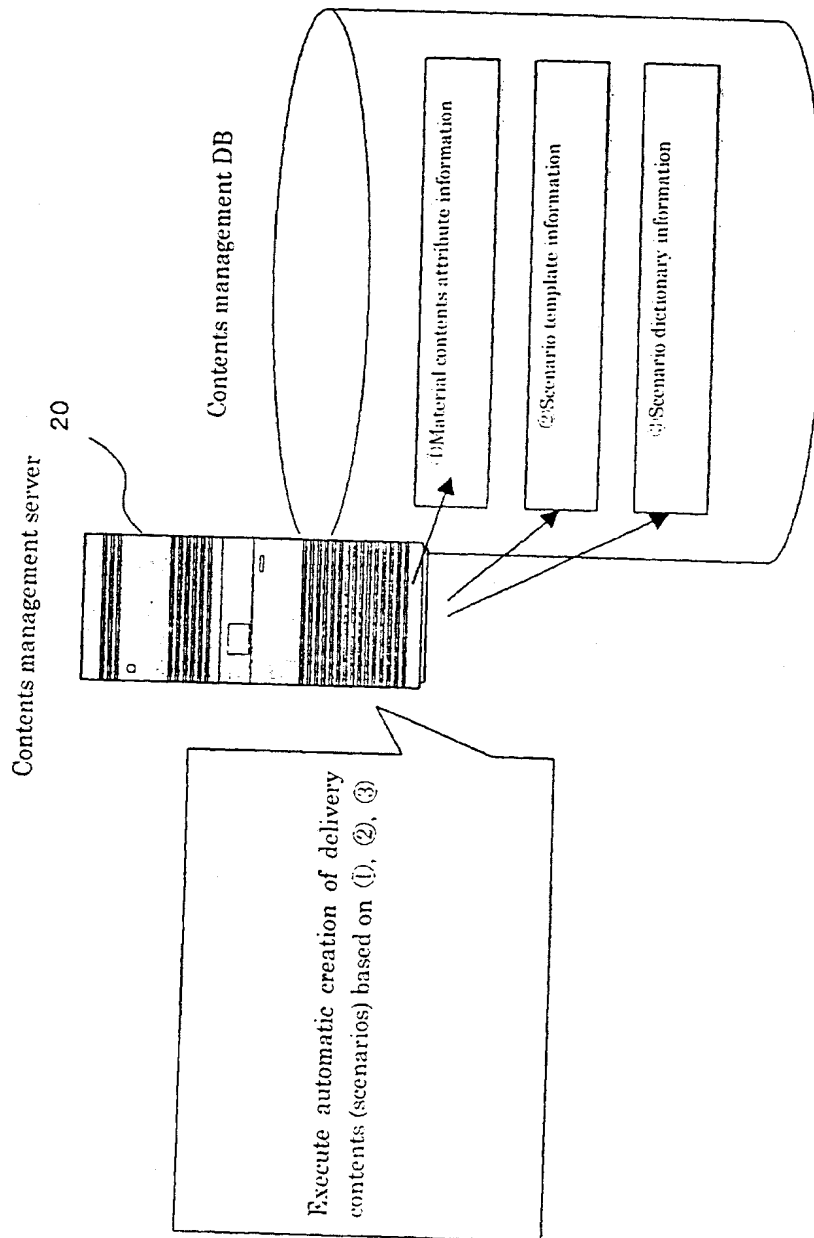
      Fig. 6 is a diagram showing the procedure for operation control on contents under delivery;

      Fig. 7 is a diagram showing a contents management  
20    database for automatic scenario creation;

      Fig. 8 is a diagram showing a sample of description in a scenario dictionary; and

      Fig. 9 is a diagram showing the procedure for automatic scenario creation.

Fig. 7



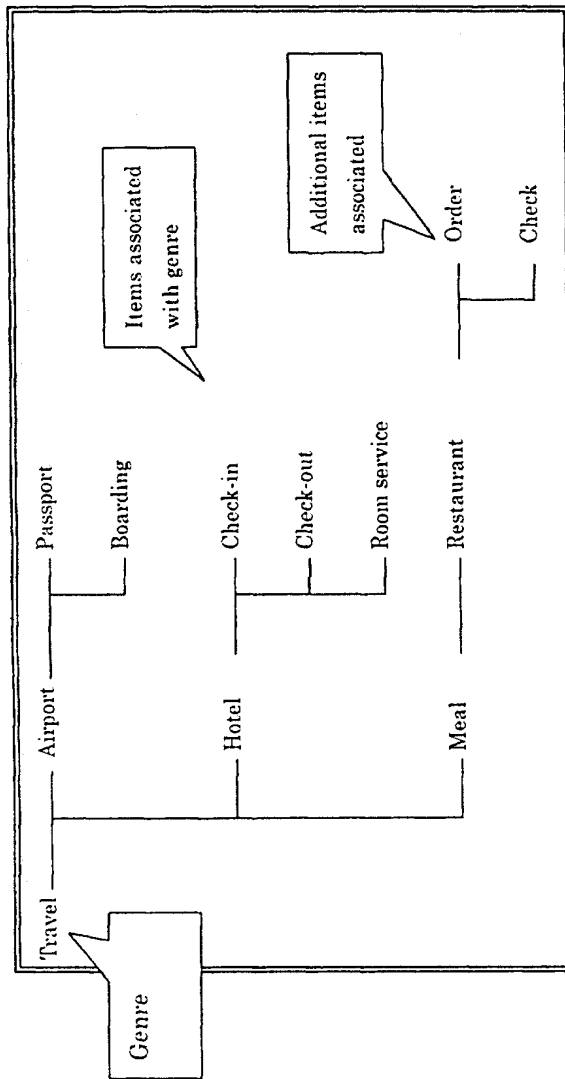


Fig.8